

Petr Stepanov

Web designer. Frontend and desktop developer.

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Education

Bowling Green State University

Aug 2014 → April 2020

PhD in photochemical sciences. Dissertation topic: New developments in positron annihilation spectroscopy techniques—from experimental setups to advanced processing software. View dissertation manuscript.

British Higher School of Art and Design

Dec 2011 → Feb 2012

Intensive: graphical design and visual communications.

National Research Nuclear University

Sept 2004 → Feb 2011

BS and MS in solid state physics. Thesis topic: Defect studies of neutron-irradiated nuclear power plant vessel steels by means of positron annihilation spectroscopy.

Work experience

Freelance UI/UX Designer and Frontend Developer

Aug 2014 → now

UX and UI. Developing the branding identity and guidelines for companies. Creating logos, establishing visual language and making interactive prototypes (Figma, Sketch, Illustrator). Slicing mockups into responsive HTML and CSS. Preparing image assets for developers. Designing and coding responsive newsletter email templates.

Frontend. Writing gulp build scripts (LESS, SASS, browserify, image compression). Extending Bootstrap and other frameworks to correspond to clients' designs. Writing custom SCSS from scratch. Programming frontend interactions with modular JavaScript and jQuery. Some experience with Node.js, EJS. Participated on projects with Angular and React frameworks.

Mobile. Worked on iOS apps with Swift and UIKit. Familiar with Ionic framework.

Companies. Worked for [Otixo](#), [Sweetbridge](#), [Polyient Labs](#), private investors.

Research Assistant, Software Developer @BGSU

Sept 2014 → now

Designed and developed a number of desktop GUI software for fitting and interpretation of experimental data: [TLIST Processor](#), [SW Calculator](#), [RooPositron](#). GNU Automake, C++, CERN ROOT and RooFit libraries, Java and Swing.

Created websites for international conferences with registration and payment system workflow (WordPress, PHP, Recurly.js). Designed and programmed the [SelimLab](#) research group website (Hexo, Gulp, Bootstrap).

Web Designer, Frontend Developer @Gridnine Systems

Apr 2011 → Aug 2014

Prototyping conceptual wireframes and visual mockups for web applications (Photoshop, Illustrator).

Developing frontend part of a number of corporate web applications (Google Web Toolkit, JavaScript, Backbone.js and Require.js). Responsive layout with SASS and LESS. Programming Java servlets on the backend.

Interests

Linux and open-source software. Fixing cars. Snowboarding and rollerblading.

Skills

Basics

Git, SVN, SSH, HTTP, Linux and terminal usage. VS Code, xCode, Eclipse, NetBeans, Atom. MVC/MVP/MVVM architectural patterns.

UI/UX design

Figma, Sketch, InVision Studio, Adobe XD, Adobe Photoshop, Adobe Illustrator, Inkscape, Blender.

Desktop development

Java and Swing, C/C++ and Qt, CERN ROOT, RooFit libraries; compiling from source (gcc, GNU makefiles), Fortran 95.

Frontend and mobile

HTML, CSS (LESS and SASS), Bootstrap, responsive web design, JavaScript and jQuery, npm, gulp, GWT. Some experience with AngularJS, React.js and Backbone.js. WordPress themes development.

iOS development: Swift, UIKit, storyboards.

Backend

Java, Node.js., EJS, PHP

Recent Projects

[Otixo](#). Web and iOS messenger focused on enhanced cloud file sharing capabilities.

React.JS, SASS, SemanticUI, Swift, UIKit

[Lili](#). Social network for creating and sharing lists of things.

Angular.js, LESS, HTML, Swift, UIKit

[Bimmer Sticker Store](#). Online e-commerce store featuring a collection of vinyl stickers for automobiles.

Bootstrap, SASS, EJS, Node.js, Snipcart

[SelimLab](#). Research group website.

Bootstrap, SASS, EJS, Node.js

[Maskd](#) A homepage and identity for anonymous iOS messenger app.

Swift, HTML, LESS